

72541IWTIE-1

MODEL 72-541

ELECTRONIC LCD GAME

A REAL AMERICAN HERO™
G.I. JOE

STAR™
BRIGADE

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Cobra® has recognized that to further their goal of conquering the world, they must leave the world as we know it! So under the leadership of evil mastermind, Destro®, they are building a military base on the moon in order to launch an all-out galactic attack on earth!

In order to help them in their evil aims, Cobra has also enlisted evil aliens!

You must battle Cobra and their alien enforcers on the surface of the moon!

1

Are you ready to join the G.I. Joe's®? Good!

PRESS THE ON/START BUTTON TO TURN ON THE UNIT.

You'll hear an "On" beep and the maximum score is displayed.

NOW PRESS THE ON/START BUTTON A SECOND TIME TO BEGIN THE GAME FROM STAGE 1! You'll hear a "Game Start" tune and the game begins with zero score.

The objective of the game is for you to control the G.I. Joes (and their G.I. Joe Armor-bot) to defeat Cobra and their leader, Destro! At the end of the story, you will blow up Destro's military base and then defeat Destro himself! (Use the Armor-bot™ to blow up the military base.)



You always play as DUKE. You must try to complete your mission of defeating Cobra and their leader, Destro. There is a timer to give you a sense of how much time remains in each stage.



2

You can call for special help in each stage. Use your control buttons to help you:

PRESS "JUMP"

- to use your gravitational boots to jump away from danger.

PRESS "CALL"

- to call for automatic help to defeat enemies and score more points. You can only call for help TWO times in each stage:

HEAVY DUTY	(stage 1)
ROCK 'N ROLL	(stage 2)
GENERAL HAWK	(stage 3)
ARMOR-BOT	(stage 4).

3

PRESS "◀"

- to fire left and then move left.
- to move left.
- to pick up bonus "P" at left of screen.

PRESS "▶"

- to fire right and then move right.
- to move right.
- to pick up bonus "P" at right of screen.

Press your "◀" and "▶" buttons to fire your lasers when enemies are blinking on screen! SCORE AS MANY POINTS AS YOU CAN BY DESTROYING COBRA ATTACKERS!



4

Also use the "◀" and "▶" buttons to move left and right to move away from danger and also to pick up the "P"s appearing at your left and right!

When you pick up a "P" along your path, you will get a star and move up in rank. You will be awarded a more powerful weapon if you are able to pick up 5 STARS! With "5 STAR POWER", both Duke and any friend you CALL on will score even more points for as long as you maintain "5 STAR POWER"! However, you will lose a star (and you will lose the more powerful weapon), when you are hit by enemy fire!

5

Press the JUMP button to activate your gravitational boots to jump away from danger!



Press the CALL button to call for automatic help in each stage! In stage 1, call for HEAVY DUTY™. In stage 2, call for ROCK 'N ROLL™. In stage 3, call for GENERAL HAWK™. In stage 4, call for the ARMOR-BOT!

If you can use the ARMOR-BOT to blow up Destro's military base in stage 4, Destro himself will appear to fight you!



You will face more T.A.R.G.A.T., B.A.A.T., and aliens in each successive stage! The game gets harder and harder as you advance to higher stages.



You must defeat Destro in stage 4 to WIN the game!

The ACL switch may be pushed if the game isn't working properly. (Use a ball-point pen).

6

Fight as quickly as you can because there is a **TIMER** for each stage. Each stage ends when the timer drops to zero.

You always play through all 4 stages of the game.

The game pauses after each stage and the next stage number is shown. **PRESS THE ON/START BUTTON TO START THE NEXT STAGE WHEN YOU ARE READY.**

PRESS THE MAX SCORE BUTTON during the pause between stages and after the story is complete to take a look at the maximum score.

7 **PRESS THE SOUND BUTTON** to play in silence. Press it again to regain all the sounds of the galactic fight!

After the story is complete (after stage 4), **PRESS THE ON/START BUTTON TO BEGIN A NEW GAME FROM STAGE 1.** The maximum score is displayed and once again you will hear the "Game Start" melody. You begin again with zero score.

PRESS THE OFF BUTTON to turn off the game when you are finished playing. But don't worry if you forget because the game automatically shuts itself off after about 3 minutes of no action!

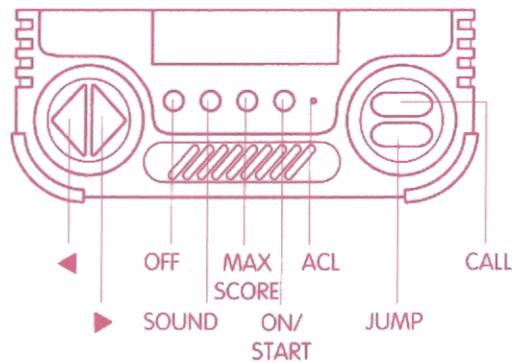
THANK YOU FOR YOUR HELP—BY DEFENDING THE MOON, YOU HAVE PROTECTED THE EARTH FROM THE EVIL REACH OF COBRA!

SCORING:

You score points by destroying Cobra attackers:

- for defeating each T.A.R.G.A.T. attacker (by Duke or by **CALLING** for help)
60 POINTS with normal weapon
80 POINTS with more powerful weapon
- for defeating each B.A.A.T. attacker (by Duke or by **CALLING** for help)
80 POINTS with normal weapon
100 POINTS with a more powerful weapon
- for Duke successfully dodging the alien 200 POINTS
- for **CALLING** for help to defeat each alien attacker 200 POINTS
- for picking up bonus "P" 200 POINTS
- for blowing up the Cobra base (by Duke or by **CALLING** for help) 1000 POINTS
- for defeating Destro (by Duke or by **CALLING** for help) 2000 POINTS

CONTROL GUIDE:



ON/START — to turn on the unit.
— to start the game.
— to start each stage.

MAX SCORE — to take a look at the maximum score during the pause between stages and after the story is complete.

SOUND — to control sound: on or off.

OFF — to turn off the unit.

◀ — to fire left and then move left.
— to move left.
— to pick bonus "P" at left of screen.

▶ — to fire right and then move right.
— to move right.
— to pick bonus "P" at right of screen.

JUMP — to use your gravitational boots to jump away from danger.

CALL — to call for automatic help TWICE in each stage:
HEAVY DUTY (stage 1)
ROCK 'N ROLL (stage 2)
GENERAL HAWK (stage 3)
ARMOR-BOT (stage 4)

SPECIAL FEATURES:

- 4 stages of galactic adventure
- game plays all the way through
- call for special help in each stage
- bonus "P" for "star" rank
- weapon upgrades
- stage timer
- built-in sound
- sound on/off control
- maximum score retained
- built-in automatic power-off timer

STAGE SUMMARY

The game gets harder as you advance from stage to stage:

OBSTACLES:	STAGE 1	STAGE 2	STAGE 3	STAGE 4
T.A.R.G.A.T.	YES	YES	YES	YES
COBRA B.A.A.T.	-	YES	YES	YES
ALIENS	-	-	YES	YES
COBRA SPACE STATION	-	-	-	1
DESTRO	-	-	-	1
FRIENDS:				
HEAVY DUTY	YES	-	-	-
ROCK 'N ROLL	-	YES		
GENERAL HAWK			YES	
ARMOR-BOT	-	-	-	YES
TIMER (SEC)	60	80	100	120
SPEED OF COBRA	MED	MED	MED	HI

NOTE: You face more T.A.R.G.A.T., B.A.A.T., and aliens in each successive stage!

PERSONAL PROFILES:

THE GOOD GUYS:

DUKE

FILE NAME: Hauser, Conrad S.
BIRTHPLACE: St. Louis, Missouri
GRADE: E-8 (Master Sergeant)
PRIMARY MILITARY SPECIALTY: Military Intelligence (G-2)

13

Duke passed up an officer's commission because he wanted to follow the action, and as commander of the Star Brigade Force, action is just what he gets! He's respected by five star generals and privates alike, and few G.I. Joe's have vaporized Cobras with the efficiency and skill of a top-notch soldier such as Duke. Ordinary sergeants aren't given the high-pressure responsibility to command in dangerous depths of outer space, but Duke is no ordinary sergeant!

The name "Conrad S. Hauser" does not identify any known living person.



HEAVY DUTY

FILE NAME: Morris, Lamont A.
SN: 807-0246-LM65
PRIMARY MILITARY SPECIALTY: Heavy anti-armor weapons specialist
SECONDARY MILITARY SPECIALTY: Indirect fire infantryman (11C)
BIRTHPLACE: Chicago, Illinois
GRADE: E-5

"Like the sound of a symphony, bullets bouncing off my armor sound just as sweet."

Heavy Duty usually slices through Cobra armor like a pizza knife through melted cheese. That's why he's never put his trust in wearing any kind of armor. But now that he's been outfitted with robotic battle armor, he wouldn't enter a firefight—or space—without it. "It enhances my strength and my ability to take on Cobra vipers—ten at a time!", he declares. Moving with such heavy armor requires powerful muscles and coordination, both of which come naturally to Heavy Duty. He's a classical musician when he's not out pounding Cobras, and he compares the excitement of entering a space battle in full body armor to playing Tchaikovsky's "1812 Overture" with real rockets blasting in the background.

The name "Lamont A. Morris" does not identify any known, living person.

14

ROCK 'N ROLL
ROBO-GUNNER

FILE NAME: McConnel, Craig S.
SN: 989-1314-CM53
PRIMARY MILITARY SPECIALTY: Cybernetic Heavy Weapons Specialist
SECONDARY MILITARY SPECIALTY: PT Instructor (Physical Training)
BIRTHPLACE: Malibu, California
GRADE: E-6

15 "Toasting marshmallows or roasting Cobra B.A.A.T.'s, it's tough to decide which is more fun."

Rock 'N Roll has served with the G.I. Joe team since its inception and has been constantly updating his equipment and skills. When he heard Duke was recruiting members for the Star Brigade Force, Rock 'N Roll jumped at the chance to fight in space and be outfitted with the latest battle-armor technology. No other Star Brigade member uses his bio-integrated, robotic battle armor quite like Rock 'N Roll. He braves laser fire, jumps on live grenades, and even chases Cobra B.A.A.T.'s right into the sun to capture them (and to toast an occasional marshmallow on the end of his laser rifle).

The name "Craig S. McConnel" does not identify any known, living person.

GENERAL HAWK

CODE NAME: General Hawk
G.I. Joe Armor-tech commander

FILE NAME: Abernathy, Clayton M.
SN: RA21275406
PRIMARY MILITARY SPECIALTY: Strategic Command Operations
SECONDARY MILITARY SPECIALTY: Armor-bot Commander
BIRTHPLACE: Denver, Colorado
GRADE: O-7 (Brigadier General)

"If you can't stand the heat, stay away from the sun!"

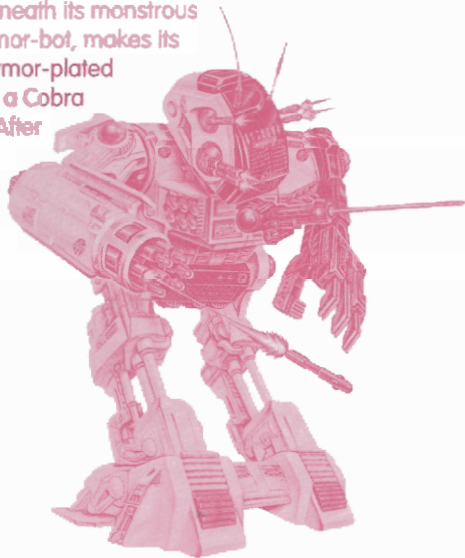
In space warfare, there's no such thing as a designated battle perimeter—the whole universe is on the front-line field of fire! Even when replenishing your oxygen supply or recharging a laser pistol, you must stay alert, and no one does that better than General Hawk. He watches his own back as well as those of his men. "He's just one of those guys you tend to feel safe with," says Rock 'N Roll. "Even those dumb ol' Cobra B.A.A.T.'s aren't lame enough to try a sneak attack with Hawk around!" Hawk has seen plenty of inter-stellar combat.

The name "Clayton M. Abernathy" does not identify any known, living person.

16

GOOD GUY SPECIAL WEAPON:
G.I. JOE ARMOR-BOT

Crushing asteroids into space dust beneath its monstrous weight, the ultimate robot warrior, Armor-bot, makes its way over the lunar landscape. This armor-plated mass of circuitry and steel zeros in on a Cobra base camp and prepares for attack! After a barrage of lasers and rocket fire, the smoke clears to reveal a giant crater of smoldering ash where a battalion of B.A.A.T's once trembled with fear.



THE BAD GUYS:
CODE NAME: T.A.R.G.A.T

Trans Atmospheric Rapid Global Assault Trooper

These terror troopers are deployed into orbit from Cobra invaders wearing specialized, self-contained space suits. The suits contain ceramic composite heat shielding armor that provides coolant safety during atmospheric reentry. When two or three of them land at the same time, they are often mistaken for a meteor shower—until they start shooting like typical Cobra terrorists!

They have: trans atmospheric, anti-implosion space suit, T.A.R.G.A.T. helmet, two thigh-mounted, quick-draw pistol holsters, mega-shock gravity field blaster bombs, steel-plated gravity boots with Cobra dagger, short burst LL9- laser pistol, standard issue Cobra rifle with infrared scope, and missile launching lunar gun.

COBRA B.A.A.T

Battle Armored Android Trooper

PRIMARY SPECIALTY: Star Brigade Personnel Elimination

"Take a bulldozer, strap a few missile launchers and assault rifles to it and you've got yourself a B.A.A.T.!"

B.A.T.'s (the original Battle Android Troopers) were totally artificial robotic troopers with primitive logic circuits. They could absorb enormous amounts of battle damage and still continue their missions as long as their trigger-finger circuits were intact. Now the new B.A.A.T.'s have been re-designed with less intelligence than before because their circuits have been modified for weapons and assault capabilities only. Battle destruction and elimination of G.I. Joe forces were the only orders programmed into the circuitry of these walking space tanks. The B.A.A.T.'s are so brainless and trigger happy that they can become confused during space battles and fire at anything that moves—including other B.A.A.T.'s!

ALIENS

These aliens have been gathered by Cobra to help defeat the G.I. Joes. They have incredible strength, can fire a phaser, don't need a space suit to breathe in space, and have no conscience.

CODE NAME:

Destro

FILE NAME:

Cobra-Tech Commander

PRIMARY SPECIALTY:

Destro, James McCullen

SECONDARY SPECIALTY

Cyber-tech weapons dealer

BIRTHPLACE:

Weapons manufacturing and supply

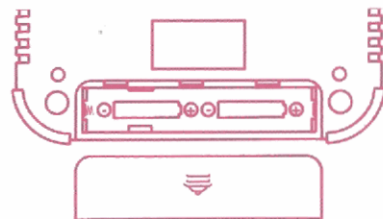
Callander, Scotland

"Someday the Earth will bow at my feet, and I'll drop kick it like a football!"



From his new armor-plated space fortress guarded by Cobra B.A.A.T.'s, Destro builds and peddles his galactic instruments of destruction! Destro has always been G.I. Joe's worst enemy, next to Cobra Commander, of course, but now that he sells his own robotic battle armor space suits made from designs he stole during a raid on a G.I. Joe science lab, he's more dangerous than ever! (The G.I. Joe scientist who developed the plans was nearly destroyed during Destro's raid, but was brought back to life as Robo- J.O.E.!) The dark and desolate dangers of space create a mysterious battlefield where only the strongest and bravest survive—so Destro's days are surely numbered!

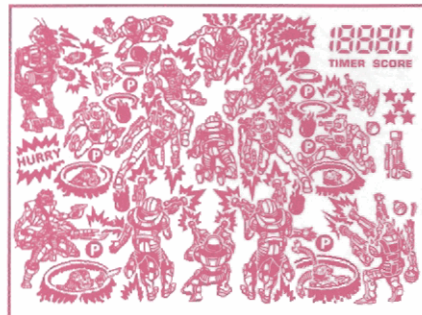
21 The name "James McCullen Destro" does not identify any known, living person.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.

INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what the problem is. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

25 Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

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This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you.

This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a sturdy carton with plenty of newspaper, foam or other padding and tie it securely.

2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.